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*Fill this form out electronically. Click in the middle of the blank line and start typing. The line will expand as you type. OR pick a Web 2.0 communication tool and share the same information requested on this form.*

### *3-2-1 Project*

Maine Common Core Teaching Standard 11.3 (ISTE Standard for Teachers 3) states that teachers should *Model digital age work and learning--Teachers exhibit knowledge, skills, and work processes representative of an innovative professional in a global and digital society*. Indicator A is: *Demonstrate fluency in technology systems and the transfer of current knowledge to new technologies and situations*.

The 3-2-1 Project is about exhibiting knowledge and skills of an innovative professional including demonstrating fluency in technology systems. The objectives and directions for the 3-2-1 Project are on the wiki (<http://umfresources.wikispaces.com/EDU221ExperiencingDifferentTechnologies>).

This is the form to report your results of the project.

### **3** Design a Personalized Learning Project Related to Educational Usage of Technology

Part 1: Describe the personalized learning project that you designed and completed to show proficiency in Standard 11.3: exhibiting knowledge, skills, and work processes representative of an innovative professional in a global and digital society

Part 2: Reflect on how your work and learning demonstrates your fluency in technology systems and/or the transfer of current knowledge to new technologies and situations. OR you may select a different indicator for Standard 11.3 and reflect on it here.

I think that you could say simply devising my own technology learning project is exhibiting the process of an innovative professional in a digital society. To extend upon this I even used an online learning website called stackskills.com which has guided me through tweaking an existing application to meet my needs. The learning project for me was to learn about the process and tools used to develop apps for iOS devices. I researched ways to create apps and how to get them published.

I think that being able to work through learning more about Xcode and other ways to code an iPhone app shows that I am able to become fluent in different technology systems. I was able to have a conversation with someone who has extended experience about my problem at MooseTech. They were able to understand my problem as I was able to effectively communicate about the software however they were unable to give me any solutions to it. So I decided to tinker with the program to see if I could get it to work. I was finally able to make a bit of headway but it was almost immediately diminished. If I selected a different virtual device to test the program on it worked for one run, then stopped updating with future changes. It was easier for me to learn Xcode because I have worked with other coding platforms such as Java and HTML 5 / CSS. Understanding the basics of how project files worked, coding and being able to transfer that to learning Xcode was helpful.

I did also explore some other options for creating an iOS app but not nearly as extensively. Some websites allowed you to create apps using web based applets (think coding html and css and the app would just display that website through a browser that only worked with what you coded within the app, no URL). Others allowed you to program in Java and then convert it to iOS but upon reading more into it there seems to sometimes be bugs and cause problems with being validated by Apple when submitting to the app store so I was not interested in that.

## 2 Web 2.0 Communication Tool

*Take a risk and pick a Web 2.0 tool you've never used before, figure out how to use it, and then use it on at least one blog entry or project. It cannot be a blog, wiki or website building tool.*

- What Web 2.0 tool did you use (name it and give the URL)? PiktoChart  
<https://piktochart.com>
- How did you find out about it? Publicity around the dorms had the logo on it.
- For what blog entry or project did you use it? I didn't use it for a blog or project but my field practicum teacher asked me to create a poster explaining the final project so I thought it would be a good use.
- What did it do that you liked? It was very simple to add text, photos and customize templates.
- What did it do that you didn't like (what frustrated you, what features were too hard to figure out, etc.)? They make you pay if you want to be able to download the high quality image and or be able to print it as a poster. If you don't pay then you can only download the poster also multiple panes. (Luckily I have Photoshop and could combine them into one long poster without paying! ☺)
- Would you consider using it in your classroom? Why or why not? It's a useful tool and students could use it for projects. I could also use it for displaying information or topics in my math class.

## 1 Operating Systems

*Familiarize yourself with one more computer operating system that you haven't used before\*.*

Operating system possibilities: Mac OS, Windows [XP, Vista, 7], Linux, iOS [on the iPhone/iPad/iPod Touch], Unix, Android, Windows CE [mobile Windows devices]\*\*

I have had experience with all of the operating systems listed above and a few others. On my laptop I have Parallels desktop installed which allows me to run Windows 7, and Android on my laptop. I have experience Windows RT software and a few others. Generally, they are very much alike navigation and understanding wise. There is always some sort of organization and pattern to the user interface and once you figure it out it becomes really easy to use.